



# ISI Skate Korea 2025

## 19<sup>th</sup> - 20<sup>th</sup> July 2025



### Invitation

We are delighted to invite you to the inaugural ISI Skate Korea 2025, taking place from July 19<sup>th</sup> to 20<sup>th</sup>, 2025, at the Sejong Bandabi Ice Rink in the beautiful city of Sejong, South Korea.

Although Korea has long been a powerhouse in the world of figure skating, this marks the very first ISI competition event hosted in the country — a milestone in expanding the ISI skating community across Asia.

We warmly welcome skaters of all ages and levels to be part of this exciting beginning. Your participation will not only make the event truly international, but also help introduce and promote the ISI system in Korea.

Join us for a memorable competition experience and enjoy a summer holiday in Sejong, a modern and peaceful city with a unique charm of its own. Let's celebrate the spirit of skating together on this historic occasion!

We look forward to welcoming you to Sejong!

Competition Date : 19<sup>th</sup> - 20<sup>th</sup> July 2025  
Entry & Test Deadline : 16<sup>th</sup> June 2025 (double fees after this date if accept)  
Rink Size : 30 meters x 60 meters

*This is a complete list of events that offered for ISI Skate Korea 2025.*

*Brief descriptions for each event listed here can be found under "Event Descriptions". Please refer to the current edition of the (2024) ISI Handbook for more complete event details and performance guidelines.*

#### Individual & Partner Events:

- \* Tot 1-4
- \* Pre-Alpha to Delta
- \* Freestyle 1-10
- \* Open Freestyle  
- Bronze to Platinum
- \* Solo Spotlight  
- Char. / Drama. / Lt. Ent
- \* Couple Spotlight  
- Char. / Drama. / Lt. Ent

- \* Artistic 1-10
- \* Stoking - Pre-Alpha to Delta
- \* Solo Compulsories
- \* Jump Fiesta (\*NEW event)
- \* Spin Master (\*NEW event)
- \* Jump & Spin
- \* Speedracing

#### Group & Team Events:

- \* Family Spotlight
- \* Ensemble Team
- \* Production Team
- \* Synchronized Team  
- Dance  
- Formation  
- Advanced Formation  
- Skating

**Competition Director : Indy Wong** [indywong@isiasia.org](mailto:indywong@isiasia.org)





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### Eligibility Rules

1. Competition events are open to any Individual or Professional Members of ISI, from Tots to Adults, whose membership is current up to and including the date of the competition.
2. All competitors must compete at their highest test level passed and comply with all equivalency chart levels. All tests must be registered with the ISIA Asia or ISI national office before the event entry deadline: **20<sup>th</sup> July 2025**.
3. All competitors must represent a current ISIA Asia or ISI Administrative member facility, club or skating school. It is permissible for skaters to represent one member facility for solo / partner events and a different member facility for group / team events.
4. Skaters in Pre-Alpha to Delta may not compete in Freestyle 1, Bronze Freestyle, Couple 1, Pair 1 or Bronze Pair.

If the skater has passed one of the following: Freestyle 1, Bronze Freestyle, Couple 1, Pair 1, then the skater may no longer compete in Delta level events.

5. Any skater wishing to compete in Artistic and Spotlight events are still required to pass and register a test level (i.e. Pre-Alpha to Delta, traditional Freestyle or Open Freestyle) to determine the level for those event entries.

If the Open Freestyle tests are passed based on the skater's current USFS test level, the Pre-Alpha to Delta and traditional Freestyle tests are not required.

6. Skaters are expected to compete at their true ability level and to uphold high ethical standards. Skaters may not "skate up" one level for ISI competition events. All skaters must pass the test level for the event level in which they will compete (except in Couple Spotlight and Jump & Spin events where a skater may "skate up" to their team or partner's level).
7. Females and males are separated in most technical events, but may be combined in Artistic, Jump & Spin, Spotlight, Stroking and team events.
8. All ISI competitions use the first day of the competition as the age cut-off date for grouping individual and team event skaters.
9. As a reward for their achievement, all skaters who have passed any level 9 or 10 test in Freestyle, Couple, Pair, Dance, Free Dance or Figures are entitled to one complimentary first event entry at each ISI national competition.
10. Vocal music is permitted for all ISI competition events.
11. There is no penalty for skating under any prescribed program duration time.





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### Brief Event Descriptions

Brief information is listed below for each event to be offered for **ISI Skate Korea 2025**.

Please refer to the current edition of the (2024) ISI Handbook for more complete event details and performance guidelines.

#### ARTISTIC SOLO 1-10

Skaters perform a program to music with emphasis on strong edges, flow, choreography, innovative moves and musical interpretation. There is no score for technical ability in this event. Event level is based on skater's freestyle test level.

Levels	Maneuver Limitations	Duration
<b>Freestyle 1-3 / Bronze</b>	FS 4 and below	1.5 min
<b>Freestyle 4-5 / Silver</b>	FS 6 and below	1.5 min
<b>Freestyle 6-7 / Gold</b>	Any maneuvers	2 min
<b>Freestyle 8-10 / Platinum</b>	Any maneuvers	2 min

#### COUPLES SPOTLIGHT - LOW / BRONZE / SILVER / GOLD / PLATINUM

An entertaining spotlight program performed by two skaters using costumes and props. Couples will also be divided into Character / Dramatic / Light Entertainment categories so please mark the correct category box on your entry form.

Levels	Maneuver Limitations	Duration
<b>Low</b> <b>Tot-Delta</b>	FS 1 and below	1 min
<b>Bronze</b> <b>Freestyle 1-3 / Bronze</b>	FS 4 and below	1.5 min
<b>Silver</b> <b>Freestyle 4-5 / Silver</b>	FS 6 and below	1.5 min
<b>Gold</b> <b>Freestyle 6-7 / Gold</b>	Any maneuvers	2 min
<b>Platinum</b> <b>Freestyle 8-10 / Platinum</b>	Any maneuvers	2 min

#### ENSEMBLE

This event is open to groups of 3 - 7 skaters of all levels and ages. Skaters will be judged on the performance value of the program. There are no required maneuvers, no maneuver limitations and there is no technical score for this event.

The group should use music, costumes & props to enhance the theme while creating an entertaining performance. The costume & prop guidelines are the same as for Solo Spotlight events. Props are not allowed on warm-up. Event groups are divided by number of skaters first and then by age, if necessary. Duration: 3 minutes.

#### FAMILY SPOTLIGHT (ALL LEVELS)

Two or more family members can perform an entertaining spotlight routine using costumes & props. If necessary, the event groupings are divided first by number of skaters and then by age groups and / or ability levels. Duration: 1.5 minutes.





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### FREESTYLE 1-10

A program performed to music with emphasis on the required test level maneuvers from the skater's current Freestyle level. Various skills are required, depending on the test level. All skaters must pass freestyle test level to compete in this event.

### JUMP & SPIN

Two skaters enter the ice as a team. The first skater performs their choice of a required jump 2 times, followed by the second skater performing their choice of a required spin 2 times. Only the best attempt of each required element will be judged. Only the technical accuracy of the required element is judged – the difficulty of the chosen element is not considered during judging for this event.

Category	Team Skater Levels
<b>Low</b>	Both skaters must be in Pre-Alpha to Delta levels only.
<b>Bronze</b>	Both skaters must be in Freestyle 1-3 / Bronze levels or below.
<b>Silver</b>	Both skaters must be in Freestyle 4-5 / Silver levels or below.
<b>Gold</b>	Both skaters must be in Freestyle 6-7 / Gold levels or below.
<b>Platinum</b>	Both skaters must be in Freestyle 8-10 / Platinum levels or below.

If two skaters from different category levels wish to compete together, the team will be entered in the highest level of the two skaters.

#### Required Elements:

Levels	Jump	Spin
<b>Low</b>	2-Foot Hop or Bunny Hop	2-Foot Spin
<b>Bronze</b>	½ Flip or Toe Loop	2-Foot or 1-Foot Spin
<b>Silver</b>	½ Loop or Axel	Sit Spin or Back Spin
<b>Gold</b>	Dbl. Salchow or Dbl. Toe Loop	Layback or Flying Camel
<b>Platinum</b>	Dbl. Loop or Dbl. Lutz	Flying Sit or Camel-Jump-Camel

### JUMP FIESTA

This event can be open to skaters of all levels from Freestyle 1 to Freestyle 10. Skaters are grouped according to their test level. Test levels cannot be combined and skaters must compete at their highest test level passed and registered with the ISIA Asia office.

Skaters who have passed Open Freestyle tests must compete in Jump Fiesta event levels as follows:

<b>Bronze</b>	Freestyle 3
<b>Silver</b>	Freestyle 5
<b>Gold</b>	Freestyle 7
<b>Platinum</b>	Can choose any FS 8-10 level for their Jump Fiesta event





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Skaters are to perform only the three required JUMPS as per below table, in any order with a minimum of connecting steps. Each maneuver may only be attempted one time. Additional maneuvers, such as any jump, spin, pivot or gliding maneuver from a test level or any uncaptured move are not allowed. If the wrong maneuver is performed, all three judges will give a score of "0" for the incorrect maneuver. If an illegal maneuver is performed between the required maneuvers, the skater will be given a score of 2.0 under Penalty by Judge 1 (Referee) only. The score under Penalty will remain 7.0 for each skater, unless a penalty score of 2.0 needs to be given (or 8.0 if the skater is "against the book").

Only the first attempt at each maneuver will be scored. Any additional attempt will not be judged. All 3 judges will give a score of "0" if the required maneuver is not attempted.

### Jump Fiesta Event Judging Criteria:

Judge 1 – Maneuver #1, Maneuver #2, Maneuver #3, Penalty

Judge 2 – Maneuver #1, Maneuver #2, Maneuver #3

Judge 3 – Maneuver #1, Maneuver #2, Maneuver #3

### 3 Required JUMP FIESTA Elements:

Levels	Selected Maneuvers
<b>Freestyle 1</b>	Bunny Hop / Half Flip / Waltz Jump
<b>Freestyle 2</b>	Ballet Jump / Half Lutz / Waltz-Tap Toe-3 Turn or Mohawk-Half Flip
<b>Freestyle 3</b>	Salchow / Toe Loop / Salchow Toe Loop Combination Jump
<b>Freestyle 4</b>	Flip / Loop / Half Loop
<b>Freestyle 5</b>	Lutz / Axel / Flip-Loop Combination Jump
<b>Freestyle 6</b>	Split Jump / Axel-Half Loop-Flip Combination Jump / Double Salchow
<b>Freestyle 7</b>	Double Toe Loop / Axel-Half Loop-Double Salchow Combination Jump / One Foot Axel-One Quarter Flip-Axel Jump
<b>Freestyle 8</b>	Double Loop / Double Flip / Split Lutz
<b>Freestyle 9</b>	Double Lutz / Double Axel / Double Flip-Double Toe Combination Jump
<b>Freestyle 10</b>	Double Axel-Double Toe Combination Jump / Triple Salchow / Triple Toe Loop

### OPEN FREESTYLE - BRONZE, SILVER, GOLD & PLATINUM

There are no required maneuvers for the Open Freestyle events and any spin can be performed at any level; but all skaters and coaches should carefully check the jump limitations for the Bronze, Silver & Gold levels. The program should be well-balanced including jumps, spins, connecting moves, gliding maneuvers, etc.

Skaters who have passed the traditional ISI Freestyle 1-10 tests are not required to take any additional test to compete at the equivalent level of Open Freestyle events.

Skaters who have passed tests from other skating organizations are only required to take the equivalent level test to compete at that level, In some cases, skaters will have to also test to move up to a higher Open Freestyle level – based on their current program content.

Open Freestyle event judging criteria includes Correctness of Jumps, Correctness of Spins, Correctness of Turns & Edges, Variety of Moves, Music Interpretation, Posture, Choreography & Pattern, Presentation, Duration and General Overall (by all 3 judges).





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### PRE ALPHA TO DELTA SOLO

Skater performs a one-minute program routine to music that emphasizes the required test level maneuvers from Pre-Alpha through Delta. Depending on each test level requirement, specific skating skills must be performed. All skaters must pass the Pre-Alpha to Delta test to compete in this event. Skaters must include one maneuver from Freestyle 1 in their program.

### PRODUCTION TEAM

This team event is for groups of 8 or more skaters. Team will be judged on the performance value of the program. There are no required maneuvers and no technical score for this event. The group should use music along with elaborate costumes and props to enhance the theme while creating an entertaining performance. Skaters from all levels can participate in this event. Event entries will be divided in to Small / Medium / Large / Extravaganza categories, as registration warrants.

### SOLO COMPULSORIES (TOT 1 - FREESTYLE 10)

Skaters are to perform only the three maneuvers below in any order with a minimum of connecting steps. Each maneuver may only be attempted one time. Additional maneuvers, such as any jump, spin, or gliding maneuver from a test level or any uncaptured moves are not allowed.

Please Note: There is no penalty given for the quantity of swizzles, wiggles, strokes or crossovers in the Pre-Alpha to Beta levels. Only the quality of these maneuvers is comparatively judged.

Levels	Selected Maneuvers
<b>Tot 1</b>	Proper Way to Get Up / Marching in Standing Position / Marching While Moving
<b>Tot 2</b>	2-Foot Jump in Place / Single Swizzle / Beginning 2-Foot Glide
<b>Tot 3</b>	Push & Glide Stroking / Dip / Forward Swizzle
<b>Tot 4</b>	Backward Swizzle / Snowplow Stop / Backward Wiggle
<b>Pre-Alpha</b>	Left One Foot Glide / Right One Foot Glide / Backward Swizzles
<b>Alpha</b>	L over R Forward X-overs / R over L Forward X-overs / 1-Foot Snowplow Stop
<b>Beta</b>	R over L Backward X-overs / Right T-Stop / Left T-Stop
<b>Gamma</b>	LFO 3-Turn / LFI Mohawk Combo / Hockey Stop
<b>Delta</b>	RFI 3-Turn / LFI 3-Turn/ Lunge
<b>Freestyle 1</b>	Waltz Jump / Forward Spiral / 2-Foot Spin
<b>Freestyle 2</b>	½ Lutz / 1-Foot Spin / FS 2 Dance Step
<b>Freestyle 3</b>	Change Foot Spin / BI or BO Pivot / Toe Loop Jump
<b>Freestyle 4</b>	Flip Jump / Sit Spin / Loop Jump
<b>Freestyle 5</b>	Camel Spin / Axel Jump / Camel-Sit-Upright Spin
<b>Freestyle 6</b>	Double Salchow / Choice Spin (Cross-Foot / Layback / Sit-Change-Sit) / Split Falling Leaf
<b>Freestyle 7</b>	2 Walley Jump / Flying Camel Spin / Double Toe Loop Jump
<b>Freestyle 8</b>	Double Flip Jump / Flying Sit Spin / Split Lutz Jump
<b>Freestyle 9</b>	Double Lutz Jump / Flying Camel into Jump Sit Spin / Double Axel
<b>Freestyle 10</b>	Double Axel-Double Toe Loop Jump Combination / Death Drop / Three Arabian Cartwheel or Butterfly Jumps





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### SPIN MASTER

This event can be open to skaters of all levels from Freestyle 1 to Freestyle 10 and Open Freestyle Bronze to Platinum. Competition is divided into 4 levels using the required maneuvers listed below. Skaters perform the maneuvers without music.

Event	Level	3 Required Spins
<b>Bronze</b>	FS 1-3	Two-Foot Spin One-Foot Spin Change Foot Spin
<b>Silver</b>	FS 4-5	Sit Spin Camel Spin Camel-Sit-Upright
<b>Gold</b>	FS 6-7	Sit-Change-Sit Spin Camel-Sit-Back Sit Spin Flying Camel
<b>Platinum</b>	FS 8-10	Flying Sit Spin Camel Jump Camel Spin Flying Camel Spin into Jump Sit Spin

Skaters are to perform only the three required SPINS as per table above, in any order with a minimum of connecting steps. Each maneuver may only be attempted one time. Additional maneuvers, such as any jump, spin, pivot or gliding maneuver from a test level or any uncaptured move are not allowed.

Only the first attempt at each maneuver will be scored. Any additional attempt will not be judged. All 3 judges will give a score of "0" if the required maneuver is not attempted.

Skaters are allowed to add variations to any required spin position, but the variation will not count as part of the spin requirement to meet the test standard (for testing and competition events) in traditional Freestyle, Solo Compulsory, Jump and Spin, Couples, and Pairs.

### SPIN MASTER Event Judging Criteria:

Judge 1 – Maneuver #1, Maneuver #2, Maneuver #3, Penalty

Judge 2 – Maneuver #1, Maneuver #2, Maneuver #3

Judge 3 – Maneuver #1, Maneuver #2, Maneuver #3

### SPOTLIGHT SOLO PROGRAM

This is an entertaining & "fun" routine that emphasizes the skater's acting ability and not technical skating skills. There is no score for technical merit in this event. The skater must pass a test for Tots, Pre-Alpha to Delta or Freestyle to determine the spotlight event level.

Spotlight events are divided into three categories listed below. Please mark the correct category on your entry form.

a) CHARACTER – a famous or easily identifiable character.

b) DRAMATIC – a theatrical performance that sets a mood and evokes an emotional response.

c) LIGHT ENTERTAINMENT – an entertaining or light-hearted performance.







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Levels	Maneuver Limitations	Duration
<b>Tot &amp; Pre-Alpha to Delta</b>	FS 1 and below	1 min
<b>Freestyle 1-3 / Bronze</b>	FS 4 and below	1.5 min
<b>Freestyle 4-5 / Silver</b>	FS 6 and below	1.5 min
<b>Freestyle 6-7 / Gold</b>	Any maneuvers	2 min
<b>Freestyle 8-10 / Platinum</b>	Any maneuvers	2 min

### STROKING (PRE-ALPHA TO DELTA)

Skaters compete together in groups wearing colored numbers for easy identification by the Judges. They do only forward stroking in both directions and are judged on posture and correct stroking technique. Crossovers are required and will be judged. This is the very basic skill of skating.

### SYNCHRONIZED TEAM - DANCE / FORMATION / ADV. FORMATION / SKATING

This is a group number for 8 or more skaters to perform in unison. They can incorporate various skating formations such as circles, pinwheels, lines, footwork sequences and dance steps. For complete description of Formation, Skating, and Dance categories, please see the current edition of ISI Handbook.

### SPEEDRACING

Skater skate around the rink for 2 times, based on the time record from the judge, the fastest skater win. Skater must prepare and equipped with helmet and protection gears for this event.

### TOT 1-4

Tots (skaters age 6 and under) will perform a 1-minute program routine with music. They should only perform the required maneuvers from their test level. Additional maneuvers should not be included and will not be judged. 2-Foot and/or 1-Foot snowplow stops are permitted in Tot events.

All Tot competitors must have their current test registered with ISI to enter Tot competition events. Coaches will be allowed to accompany the skater on the ice during the performance, but shall not have any body contact. Only the skater performance will be judged.

